

Discows

Designed by Ellie Dix

2-5 players | 30 minutes | Age 8+

Overview:

Recruit dancing cows and choreograph a fabulous line-up in a bid to create the best cow disco in town.

Components:

- 129 Disco Cow Cards (including 45 numbered starting cards)
- 5 Stop-the-Action Cows Cards
- 1 Player Aid Card

Set up:

- If you have fewer than 5 players, remove cards marked in the top right corner as follows and return them to the box.
 - 4-player game: Remove all cards marked 5
 - 3-player game: Remove all cards marked 4 & 5
 - 2-player game: Remove all cards marked 3, 4 & 5
- Each player takes a starting deck of marked cards with the same number and shuffles them.
- One player takes the Lazy Cow card (one of the Stop-the-Action Cows) and shuffles this into their deck.
- Shuffle the remaining Disco Cow Cards to form a deck. Then shuffle the 4 remaining Stop-the-Action cows into the top half of the deck.
- Reveal the top 5 cards of the deck to form a face-up line next to the draw deck. This is the *cattle market*.
- Place the player aid card next to the *cattle market*.

Aim: Stage a 10-point disco!

How to play:

Structure

Discows is played over several rounds. Each round is split into two phases:

1. **The Disco:** Players stage discos
2. **The Cattle Market:** Players recruit new cows to their discos

On each round

1. **The Disco**

The Disco phase is played simultaneously with each player flipping cards and staging their disco at their own pace.

- Reveal the card from the top of the draw pile and place it face up on the table.
- Continue to reveal cards from the top of your draw pile, one at a time. Each card must be placed on the left or the right of the current group. You are always adding to the end of the line (unless you are adding a Handbag, which may be placed anywhere). You may also create a second (or third) line by placing a card above a Bouncer. Each line has two ends which you can add to. If you reveal a card from the deck you must play it (unless the previous card was a Bouncer).
- If you run out of cards in your draw deck, shuffle your discard pile and flip it to form a new draw deck.
- If you reveal a Stop-the-Action cow, you shout out the name of the card to pause everyone's disco. Then do what it says on the card before restarting discos.
- Keep going until **either** you:
 - **BUST:** You reveal your third Party Pooper. This will end your disco and you won't be able to score any points. **Or** you...
 - **PASS:** You decide to end your disco - with 2 or fewer Party Poopers. Your disco will score points.

Note: You may reveal cards at your own pace. You may pause your disco and watch what other players are doing before you continue or pass.

- When you have either *busted* or *passed*, you must wait until all other players' discos have ended before moving onto the Cattle Market. If you *passed*, you should calculate your disco score.
- If any player has scored 10 points, they instantly win the game.

2. The Cattle Market

The Cattle Market phase is played in turns. Any players whose discos *busted* do not take part in this phase.

- The player who passed with the lowest scoring disco chooses which player goes first in this phase. They may choose themselves or any other player.
- Beginning with the starting player and moving clockwise around the table, each player takes cards from the *cattle market* according to the number of points their disco was worth as follows (this is also shown on the player aid).
 - 1 point = 1 card
 - 3 points = 2 cards
 - 6 points = 3 cards

Notes:

1. Each player may only take cards from the five face-up cards in the *cattle market*. They may not take face-down cards from the deck.
 2. Points may not be carried over from one round to the next.
- The card market is replenished after each person has selected their cards. If three or more of the cards in the card market are ever the same, all cards in the *cattle market* are discarded to a *market discard pile*. **Note:** If the draw deck runs out, shuffle the market discard pile and create a new deck. If there are no cards in the card market, draw deck or discard pile, then the next disco will be the last and the player with the highest score on this final disco wins the game.
 - All players place the cards from their disco line up and the newly acquired cards into their own personal discard pile.
 - Start a new round and continue with another disco.

Cow Special Abilities:

Each cow has special abilities that affect either placement in the disco line (↔) or can trigger scoring (⊕).

↔ **Bouncer:** You may look at the next card in your deck before deciding whether to play it or not. PLUS, you may place a card above a Bouncer to start an upstairs line. You may have a maximum of two lines.

↔ **Handbag:** The Handbag can be placed anywhere within the line. Move the other cows to make space for it.

- ♣ **Party Pooper:** Three Party Poopers end your disco and you score nothing. Fewer than three has no effect.
- ♣ **Flashdance:** Flashdance scores 1 point if it ends the disco next to at least one Party Pooper.
- ♣ **Breakdance:** Breakdance scores 2 points if it ends the disco with a Handbag on either side.
- ♣ **Stayin' Alive:** Stayin' Alive scores 1 point if it ends the disco next to another Stayin' Alive.
- ♣ **Hula:** Hula scores 1 point if it ends the disco next to a Stayin' Alive.
- ♣ **Robot:** Robot scores 2 points if it ends the disco at the end of a line.

Stop-the-Action Cows:

Stop-the-Action cows allow players to affect each others' discos. When passed to other players, the Stop-the-Action cow cards always go in the player's discard pile.

- Gatecrasher:** Pass this card left. All other players pass the next card they reveal left.
- Running Cow:** Everyone may switch the positions of two cows within their disco. Pass this card left.
- Bully:** Force another player to play their next three cards. Pass this card to that player.
- Naughty Cow:** Steal a card from someone else's disco line. Pass this card to that player.
- Tired Cow:** Any player who busts this round gets a free card from the top of the draw deck. Pass this card left.

End game:

The game ends as soon as one player stages a 10-point disco. This player is the winner.

If two or more players happen to stage a 10-point disco in the same turn, they must continue their discos - revealing cards simultaneously - until one player busts. The other player is the winner. If the two final players bust at the same time... they share the victory.